

Governor



PLAYER MANUAL
GIJS VAN MALSEN

INTRODUCTION

It is the future. Humanity has colonized most of the Solar System and is divided into several large organizations. Mercury, Earth and Mars make up the core planets in the center of the Solar System and control most of the System's wealth (Core Planets). The moons of Jupiter, Saturn and Uranus are home to eager upstart nations. Unencumbered by heavy gravity and the sun's piercing rays, they have developed new forms of technology and government (Jovian Moons). Finally, the System's 'third world' has moved to the very outer orbits of Pluto and the Kuiper Belt, at the edge of the Solar System. Here the System's dwarf planets and asteroids are tirelessly mined for resources by large mining conglomerates run from the inner planets (Fringe Worlds).

The Solar Council was founded to apply some degree of governance to humanity's rapid expansion into space. In this Council, representatives of each of the major human nations take seat and discuss trade, conflicts and whatever other concerns may plague anyone living within six light hours from the Sun. You, as representatives of one of humanity's many nations, have sent a delegation to the latest session of the Solar Council. Good luck.



core planets

jovian moons

fringe worlds

WELCOME TO GOVERNOR!

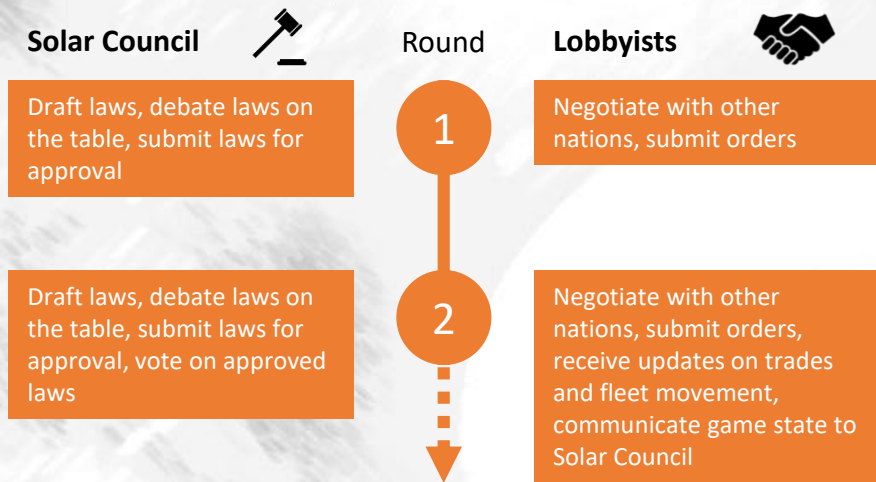
Governor is an asymmetrical game for anywhere from 3 to 27 players. Players team up to represent one of the nations that rule the Solar System. One player of each team will represent the nation in the Solar Council. Here he or she will discuss the state of the game and create new laws that amend the game's rules found in this manual. The other players will use the Integrated Command Interface to move fleets, wage war, claim new regions, trade with other players and build weapons, fleets and gain Governor Points.

VICTORY CONDITION Each nation will start the game with a number of goals. At the end of the game, each nation will reveal their goals and show if they have been achieved. The game will last for a set amount of time. The exact duration of the game will be determined at the beginning of the game, but is usually between 3 and 5 hours.

ORDER OF PLAY Before the first round starts, each nation is given their nation-specific briefing. This briefing contains information about the nation and user credentials needed to access the Integrated Command Interface. After this briefing is handed out, players elect their representative to the Solar Council. The diagram below shows a high-level order of play for the first two rounds:

Preparation

1. nation specific briefing with characteristics nation and log-in details of the ICI
2. Teams divide themselves into lobbyists and solar council representative. Quickly determine your strategy: communication will be more difficult afterwards!
3. Chairperson explains the initial laws that are in place, but can be changed.



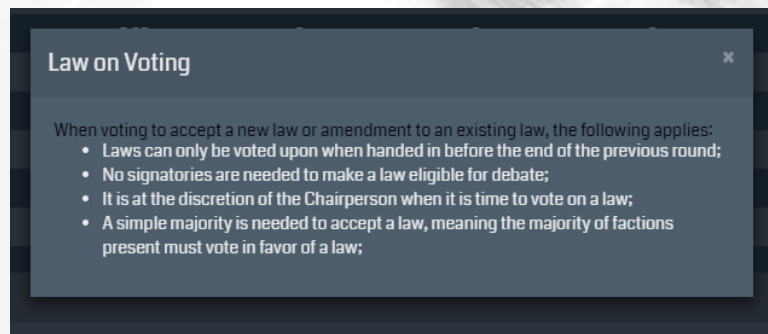
THE SOLAR COUNCIL: GOVERNING

SOLAR COUNCIL This is where the Solar System's many nations debate the state of affairs on and between the worlds around our Sun. **Elected players take seat in the Solar Council and have the ability to draft and approve laws that amend the rules described in this manual.** The Council is presided over by the Chairperson.

THE CHAIRPERSON Debate between the nations of the Solar Council takes place in rounds. The duration of one round is set by the Council and can be voted upon in the form of a law. During these rounds the Chairperson presides over debate. He or she determines who is allowed to speak. The Chairperson is chosen at the beginning of the game out of all players. Her or she is an impartial president whose purpose is to guide the discussion between Solar Council Representatives. When representatives draft laws, the Chairperson must approve these laws before they can be voted upon. All decisions made by the Chairperson are final.

INITIAL LAWS At the beginning of the game a number of laws will be in place. During the game Representatives will be able to discuss, amend, repeal and vote on these laws.

EXAMPLE: LAW ON VOTING



The image above shows what a law could look like in the ICI. This particular law prescribes how voting is to occur in the Solar Council.

DRAFTING LAWS Representatives elected to the Solar Council will be able to draft laws and amend existing ones. To do this they hand in the text of the draft law to the Chairperson for approval. If approved, draft laws will be up for debate from the start of the next turn. Laws may influence or append any rules described in this manual. However, the Chairperson makes the final decision whether to approve a law.

VOTING ON LAWS When a draft law is handed in to the Chairperson he or she may call for a vote. **If the majority of Representatives present votes in favor of a law or amendment, it passes,** unless an active law states otherwise.

USING GOVERNOR POINTS Representatives can choose to use their Governor Points when voting. Governor Points represent the political influence of a nation. When voting, a representative should indicate to the Council that he or she wishes to use their Governor Points. The Chairperson then announces the number of Governor Points the nation in question has. **Each Governor Point counts as one thousandth of a vote.** The Governor Points **are spent** after being used in a vote.

TIPS Representatives are encouraged to keep the following points in mind when drafting and approving laws:

- Make or support laws that are strategic for your team. Keep your goals in mind;
- Share information and your actions with your team;
- Create allies. You'll need them for votes;
- Keep your eye on the time: what's still attainable at this moment?
- Don't debate the chairperson, debate the other teams;

Nations, teams and players

The terms 'nation', 'team' and 'player' are interchangeable. Nations refer to the legal, demographical and political bodies represented by players (Mars, Titan, Pluto etc.). Teams are the groups of players that represent one nation. And players are the individual members of a team. Since players are assumed to be loyal to their teams and teams represent the interests of their nation, they all refer to the same entity.



THE SOLAR COUNCIL: GOVERNING

POSSIBLE LAWS Laws can generally be divided into two categories: 1) substantive and 2) procedural. Substantive laws deal with the subject of the Solar System. They define how trades are conducted or regions are claimed, for example. Procedural laws deal with the proceedings of the Solar Council and the game in general. These laws define things like the duration of game rounds or how voting on laws is resolved.

SUBSTANTIVE LAWS A number of substantive laws will be in place at the beginning of the game. Examples of subjects substantive laws could deal with are:

- The use and creation of weapons: For example, weapons might be abolished completely or certain limitations may be set to how many weapons a nation can possess;
- Claiming and obtaining regions: Unoccupied regions can be deemed to be off-limits for all nations. Or an auction system could be set up through which to auction off all regions, for example;
- Sanctions on specific nations for committed transgressions: Some nations may commit atrocities during the game that the rest of the Solar Council wants to punish. In this case, laws can be drafted to target specific nations;
- Trading between nations: For example, in case certain nations are in possession of technology that is useful to the entire Solar System, a law forcing the sharing of knowledge can be put in place;
- Any other subjects the Chairperson deems relevant to the peace and stability of the Solar System;

PROCEDURAL LAWS A number of procedural laws will be in place at the beginning of the game. Examples of subjects substantive laws could deal with are:

- The duration of game rounds: Usually, game rounds last for five minutes. This may be increased or decreased, however, through a law;
- Voting on the approval of laws: Aspects of voting that can for example be amended are the number of votes needed to pass a law, whether a number of nations should sign a law before a vote is possible or whether or not presence of all members of the Solar Council room is necessary to vote on a law;
- Communication between the Solar Council Representatives and the rest of the players: For example, it may be useful for lobbyists to come in every ten minutes or so to hand notes to their representatives. This should be decided in the form of a law;
- Communication inside the Solar Council: How must Representatives address each other? Can everyone speak at will or should the Chairperson appoint a Representative to speak?;
- Any other subjects the Chairperson deems conducive to the proceedings of the Solar Council;

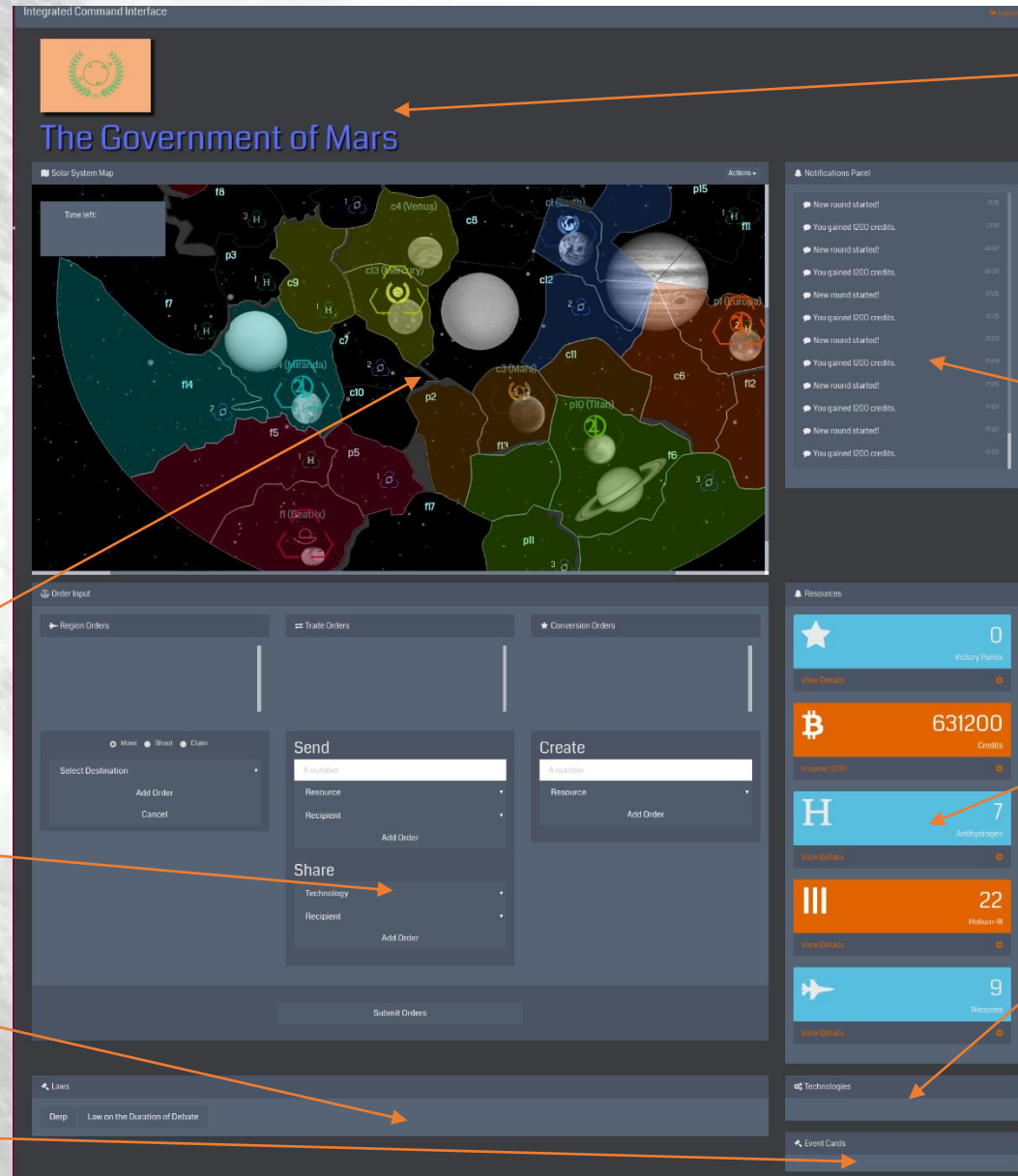


LOBBYISTS: INTEGRATED COMMAND INTERFACE (ICI)

The ICI is used by lobbyists to move their fleets, trade resources, credits and technologies, gain Governor Points and handle events.

The ICI also presents players with an overview of the game:

- A map of the solar system with fleets and regions;
- The team's resources, technology and Governor Points
- The laws in place and events that occur



ICI Header

Displays the nation's name and flag

Event Notifications

Every turn this panel shows updates of events that occurred. These include both private and public events. Private events are nation-specific and include trades and attempted acts of war. Public updates contain information that is public to all players, like tax income and fleet movement

Solar System Map

This map shows all regions in the Solar System. The colors indicate which nation owns a region. Fleets and resources are indicated by markers. The top left corner of the screen indicates how much time is left in the current round to submit orders.

Orders

All orders are issued from this panel. From left to right these include Region Orders, Trade Orders and Conversion Orders. Once the 'Submit' button is pressed, all orders are final and will be executed after the end of the current turn.

Laws

This panel shows all the laws currently in place.

Event Cards

This panel lists all events currently active for a nation.

Resources

This panel shows information on the current resources, weapons and Governor Points owned by a team.

Technologies

This panel shows the technologies currently known to the nation.



LOBBYISTS: PLAYING THE GAME

GAME ROUNDS At the beginning of the game, the game round is fixed at 5 minutes. During this time lobbyists decide on their orders; region orders, trade orders and conversion orders. When the timer ends the orders must be submitted in the ICI, otherwise they will not be processed.

They are processed in the following fixed order:

1. Solar council – debating and making laws
2. Region orders are executed
3. Resources are gathered
4. Trade orders are executed
5. Conversion orders are executed
6. Income is gained
7. Resources appear
8. Solar Council – approved laws are put in place

ORDERS The orders that a nation may give are: region, trade and conversion orders. A nation can submit all types of orders, without a limit.

A nation may give any or all types of orders. There is no limit on the number of orders of any type a nation can enter. Orders are effectively executed simultaneously. The notifications panel in the ICI provides updates on executed orders at the start of the next round.

Note: Orders may be submitted that cannot be executed. For example, an amount of resources can be indicated to be traded, even if the team in question does not have that amount. In that case, the order will not be executed. **It is up to players to check the validity of orders submitted!**

GAME VARIANT: NO LOBBYISTS In case the group of players is too small or it is otherwise considered inefficient to have more than one player represent a nation, the game can be played without lobbyists. In this case the Solar Council representatives are given access to the ICI for their nation and they engage in lobbying and policy making simultaneously.

Region Orders

3 types:

- **Move:** Move a nation's fleet to the indicated region.
- **Shoot:** If interplanetary weapons are enabled, shoot from a nation's fleet at an indicated region.
- **Claim:** Attempt to claim an unoccupied region in the Solar System.

Trade Orders

Resources, technology, credits and weapons can be traded. A player indicates which type of trade to make, the amount to trade and the recipient in the ICI. If an agreement is made with another nation to receive something in return, it is up to the players to ensure both sides of the trade are honored. The ICI does not enforce multilateral trade agreements.

Conversion Orders

In order to produce weapons or Governor Points, players can issue conversion orders. Conversions exhaust the resources required to make the conversion. If a technology is needed to create something (e.g. the weapons technology) this technology is not exhausted.



DETAILED RULES



REGION ORDERS

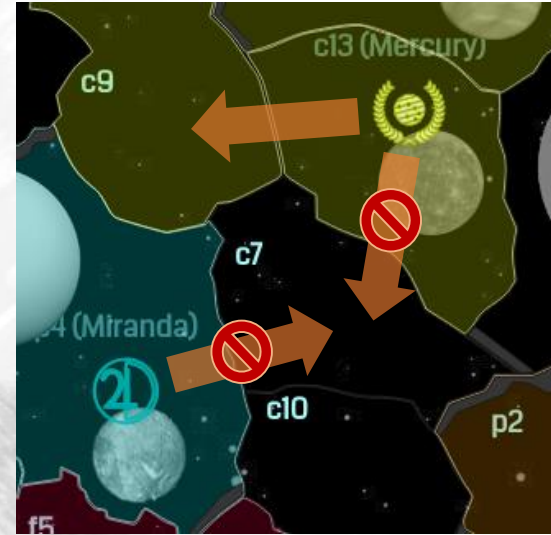
MOVEMENT

REGIONS The Solar System is organized into several distinct regions. These regions demarcate areas settled by human colonists. At the start of the game, some of these areas are under control of the nations played by the player teams. During the course of the game ownership of these and the unoccupied regions may shift as claims are laid and wars are fought. Three types of orders can be issued that pertain regions in the Solar System: movement, the use of interplanetary weapons and attempted claims of unoccupied regions. The following pages explain these types of orders.

FLEETS Each nation starts with a single fleet. This fleet is represented by a marker on the Solar System map. Each nation's marker is represented by their national emblem and primary color. Each round a team may move one fleet up to two regions into a region not occupied by another fleet. Additionally, a team may fire interplanetary weapons or claim unoccupied regions in that same range from their fleets. These actions may be restricted by laws that are in place at the beginning of the game.

MOVEMENT ORDERS All nation's fleets start on their homeworlds. A nation may indicate that they want to issue a move order. If this order is valid, the fleet will move to the indicated region at the start of the next turn. A fleet may move up to two regions at a time. **When another fleet is present in the region that a fleet wishes to move to, the region is considered blocked and the fleet will not move to the region.** Also, when two or more fleets indicate that they wish to move to the same region, both fleets will remain where they are.

EXAMPLE: FLEET MOVEMENT



Movement example 1: Mercury and Miranda have issued orders to move to the same region. Since this blocks the region (c7) in question, both fleets stay at their respective regions. If Mercury would have issued an order to move to region c9, this would have gone through, since it doesn't conflict with any other move orders. In that case, Miranda would move to c7.



Movement example 2: Titan has issued an order to move to Mars (c3). Mars does not move, so the region remains blocked and Titan's fleet remains on its current region. Would Titan have issued a move order to move to region c12 (the blue region at the top of the image) it would have gone through, since fleets can move up to two regions and no other fleet has issued orders to move to that region.



REGION ORDERS

RESOURCES

RESOURCES There are two types of resources in Governor: Helium-III and Antihydrogen. Helium-III is the most common resource and used to create Governor Points. Antihydrogen is less common and can also be used to create Governor Points. Additionally, Antihydrogen can be used to create weapons. To create weapons, a team needs to be in possession of the weapon technology.

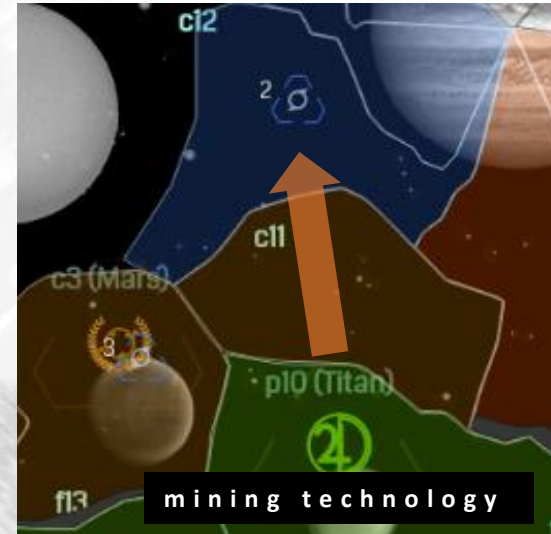
EXAMPLE: RESOURCES ON THE MAP



The image above shows the resources as they appear on the board. The number in the top-left indicates the number of resources available in that region. The icons represent Helium-III (left) and Antihydrogen (right) respectively.

GATHERING RESOURCES Each round resources may be discovered and appear on the Solar System map. **If a nation possesses the mining technology, it can mine these resources.** This is done by moving a fleet on a region containing resources. After movement orders have been executed, resources in regions with fleets owned by nations that have the mining technology will be automatically gathered by those fleets. They will then appear in the corresponding team's resource overview in the ICI. Resources gathered this way disappear from the map.

EXAMPLE: GATHERING RESOURCES



Resource example 1: Titan's fleet, which is in possession of the mining technology, moves to region c12. Region c2 contains 2 Antihydrogen. Since Titan can mine resources, its fleet gathers the Antihydrogen after moving and the resources are added to the team's total.



Resource example 2: Miranda's fleet, which is in possession of the mining technology, attempts to move to region c7. Region c7 contains 2 Antihydrogen. Mercury's fleet also attempts to move to region c7. Since both fleets attempt to move to the same region, movement conflict occurs and neither fleet moves. If Miranda had issued a move order to region c9, it would have succeeded. In this case, Miranda would have gathered the 1 Helium-III that is available on region c9.

REGION ORDERS

COMBAT

SHOOT ORDERS If the current laws allow the use of interplanetary weapons, all nations' fleets in possession of weapons will be able to engage in fleet-to-fleet combat. When issuing a shoot order, a team selects a region to shoot at. The team's fleet will then attack the chosen region next turn. Weapons can fire a distance of up to two regions. When a combat order is chosen, that nation's fleet cannot move and the team cannot claim regions that turn.

If a region is selected on which another nation's ship is located after move orders are executed, combat ensues. Otherwise, the shoot order misses. **Issuing a shoot order consumes 1 weapon.**

RESOLVING COMBAT Once two nations are in combat, they engage in a fleet-to-fleet battle. The outcome of the battle is determined by the military strength of each nation's fleet. What this means in practice is that the winner is determined by a combat strength calculation which is a function of the number of weapons on each side. The more weapons a nation has, the higher the chance to win combat. **There is no guarantee that a nation will win just because they have more weapons.** In short, combat works in the following way:

1. A nation shoots at a square containing another nation's fleet and consumes 1 weapon in the process
2. The fleets engage in combat, the winner is decided by resolving the combat strength calculation, based on their respective number of weapons
3. The nation that wins combat stays on the region they were on **and takes up to 125 Governor Points from the losing nation.**
4. The loser's fleet is destroyed and is automatically rebuilt on their home planet; they also lose all weapons

EXAMPLE: FLEET COMBAT



Combat example 1: Titan's fleet, which has 10 weapons, attempts to fire at region p1. Europa's fleet, which has 3 weapons, is currently stationed at p1. Europa's fleet does not move. Combat ensues and since Titan has more weapons than Europa, they have a larger chance of winning the combat. In this example, the combat strength calculation resolves in favor of Titan and they win the combat. Europa loses the combat and has its fleet rebuilt on their homeworld.



Combat example 2: Mercury's fleet, which has 2 weapons, attempts to attack region p4. Miranda's fleet, which has 1 weapon, is currently stationed at region p4. The combat strength calculation resolves in favor of Miranda and Mercury loses combat. This in spite of the fact that Mercury has more weapons than Miranda.



REGION ORDERS

CLAIMING

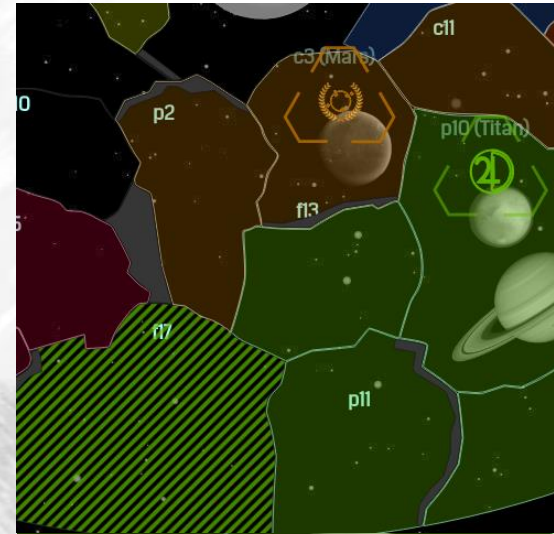
REGION OWNERSHIP At the start of the game, each nation owns several regions, including the region around their homeworld. Most of the other regions in the Solar System are not owned by any of their player teams. Usually, there is a law in place at the beginning of the game which deals with region ownership and the transfer thereof. When a nation owns a region, it can levy taxes from that region, thereby generating income each turn.

TAXES Most regions in the Solar System are inhabited. When a nation owns an inhabited region, it generates tax income. This means that this nation automatically gains a number of credits each turn proportional to the total population of all the regions under the nation's control. For regions controlled by a nation, the total income generated by that region is shown when hovering over that region. A team can only see the income generated by the regions it possesses. **The income generated by a region can be equal to 0.**

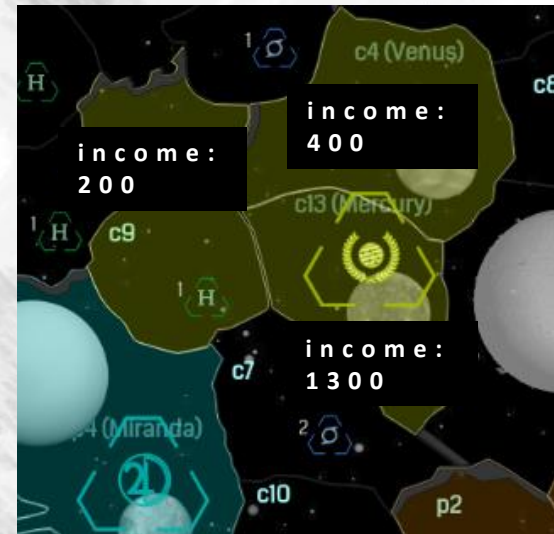
CLAIMING REGIONS If the laws currently in place permit it, nations can attempt to claim unclaimed regions. If it is allowed, this option will appear under the region orders tab in the ICI. Instead of moving or shooting, a team can attempt to claim a region. In order to be able to claim a region, the region needs to be up to two regions away from a fleet controlled by the claiming nation. After claim has been issued successfully by a team, the region becomes contested. How to deal with contested regions and region ownership will be described by laws drafted in the Solar Council. A region can be contested by more than one nation at a time.

Claims on regions that are not owned by any nation can be issued by the players themselves. To claim a region owned by another nation, a law should be put in place.

EXAMPLE: REGION OWNERSHIP



Region ownership example 1: In this example Titan is attempting to gain control of region f17. It has successfully executed a Claim order and region f17 is now contested. This is indicated by the diagonal lines in Titan's primary color. How Titan is to gain control of the region is determined by any laws currently in place dealing with region ownership.



Region ownership example 2: In this example, Mercury owns three regions: c13, c4 and c9. The different populations of these regions are represented by the difference in tax income generated. Region c9 is the least densely populated and generates 200 credits per round. Mercury is the most densely populated region and generates 1300 credits per round. Mercury's total income therefore adds up to 1900 credits per round.



TRADE AND CONVERSION ORDERS

TRADE ORDERS Teams may issue trade orders. A trade order means that a nation sends a number of credits or resources to another nation. If a trade is agreed upon verbally between two nations, it is up to the players themselves to ensure that the deal is honored both ways. There is no mechanism in the game that enforces a trade between two or more parties is executed. A nation may issue any number of trade orders.

TRADING TECHNOLOGY When trading technology, a team shares the knowledge associated with it. After this trade, both teams will have the technology.

CONVERSION ORDERS Teams can convert resources and credits into Governor Points and weapons. In order to create weapons, the Weapons Technology is required. The standard conversion rates are as follows:

INPUT	OUTPUT
1 antihydrogen + 10000 credits	250 Governor Points
1 Helium-III + 10000 credits	250 Governor Points
1 antihydrogen + weapon technology	1 weapon

Note that when a weapon is created, the weapon technology is not spent. A player can choose to spend the amounts listed, **but also a fraction of these amounts.**

TECHNOLOGY There are two types of technology available in the game: the Weapons Technology and the Mining Technology. Initially only a number of teams are in possession of one of the two technologies.

EXAMPLE: TRADE ORDERS

Trade	Pluto (before)	Earth (before)	Pluto (after)	Earth (after)
Helium-III for Credits	<ul style="list-style-type: none"> Has 2 units Helium-III Has 0 Credits Gives 0.5 unit Helium-III to Earth 	<ul style="list-style-type: none"> Has 0 units Helium-III Has 30000 Credits Gives 12000 Credits to Pluto 	<ul style="list-style-type: none"> Has 0.5 unit Helium-III Has 12000 Credits 	<ul style="list-style-type: none"> Has 1.5 unit Helium-III Has 18000 Credits
Weapon Technology for Antihydrogen	<ul style="list-style-type: none"> Has Weapon Technology Has 0 units Antihydrogen Shares Weapon Technology with Earth 	<ul style="list-style-type: none"> Has 2 units Antihydrogen Gives 1 unit Antihydrogen to Pluto 	<ul style="list-style-type: none"> Has Weapon Technology Has 1 unit Antihydrogen 	<ul style="list-style-type: none"> Has Weapon Technology Has 1 unit Antihydrogen

The table above shows two examples of trades. Each column summarizes the actions each team takes and the resources the team possesses. Note that in these examples each team submitted a trade order. It is also possible for players to give resources, credits, weapons or technology to other players without receiving anything in return.




EVENTS

EVENTS During the game, a number of events may occur. These are accessible from the ICI and listed under the 'Event Cards' tab. Events may be either private or public. At the beginning of the game some event cards may have been dealt to all nations. It is advised to keep these a secret to other nations, as they may contain sensitive information.

COMPLETING EVENTS Most events come with a number of objectives. Players can make progress towards these objectives at any time during the game. In the case of resources or credits, this can be done instantly. In the case of gaining control over a region, it depends on the current active laws regarding gaining control of regions. When all objectives of an event are met, the option to complete the event appears. After completion of an event, the team that completes it gains the corresponding rewards immediately.

EXAMPLE: TRADING OUTPOST EVENT

Trading Outpost



New economic opportunities have presented themselves. Your advisers have indicated that constructing a trade outpost in orbit around Jupiter will allow for very beneficial deals with the Jovian factions. You will need to acquire the rights to exploit the proposed orbit first, though.

Objectives

- Gather 20000 Credits + 0/20000
- Gather 1 Antihydrogen + 0/1
- Control p15

Rewards

- 1000 Victory Points
- 40000 Credits

"You can't climb the ladder of success with your hands in your pockets." - Arnold Schwarzenegger, 3rd President of the United Nations of Earth



Correspondence about any ambiguities or perceived errors in the rules can be sent to gijsvmalsen@gmail.com

